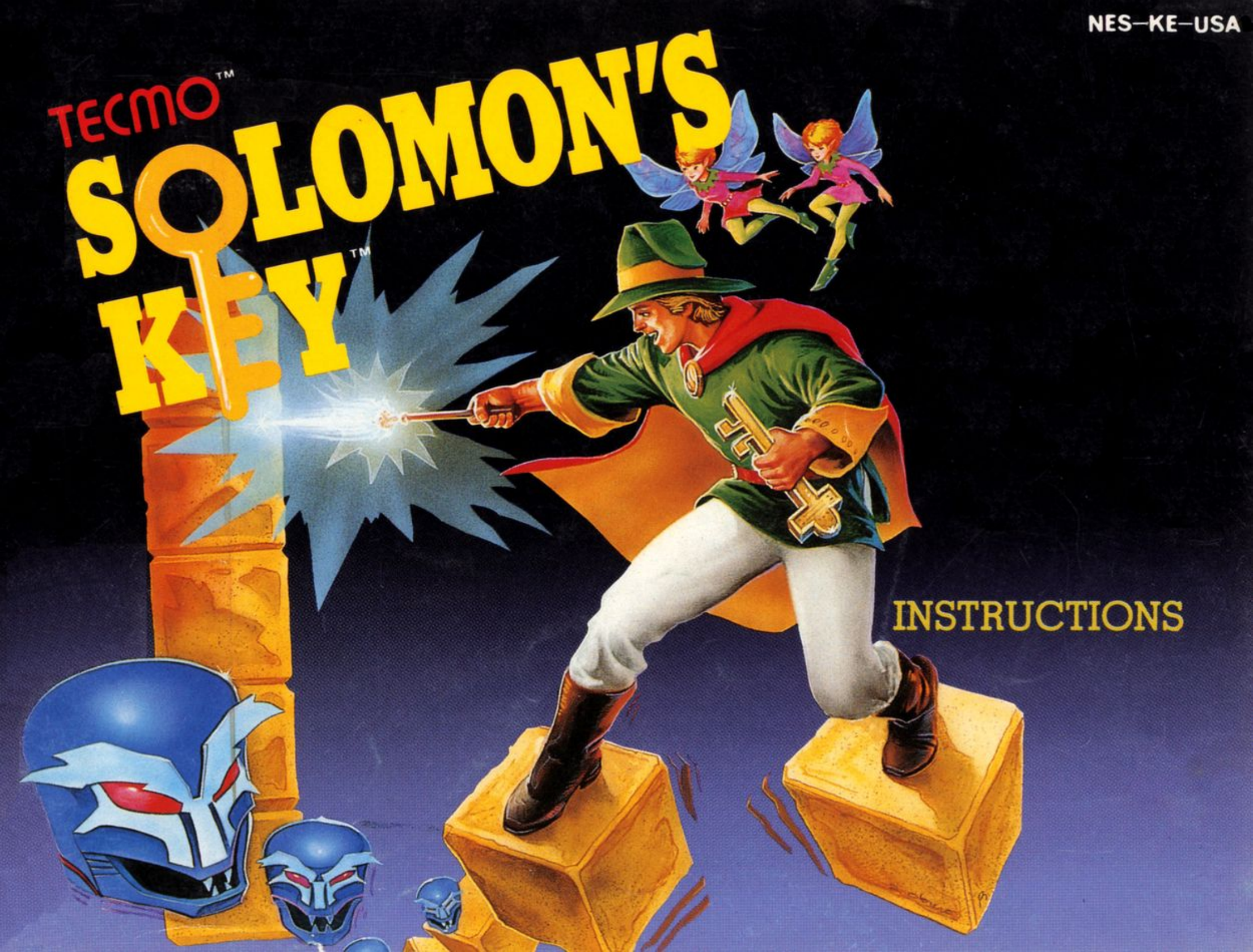
NES–KE–USA

TECMO™

SOLOMON'S KEY™



INSTRUCTIONS

Thank you for selecting the fun-filled "SOLOMON'S KEY" game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision game pak to extreme temperature variances and tremendous shock. Furthermore, never attempt to disassemble your game pak.
2) Do avoid touching terminal connectors, and keep clean by inserting game pak in protective storage case.
3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
4) For best results, play the game a distance away from your television set.
5) Pause for 10-15 minutes after 2 hours of more of continuous game playing.This will extend the performance of your game pak.

* Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE
Nintendo'
ENTERTAINMENT
SYSTEM™

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1. PROLOGUE

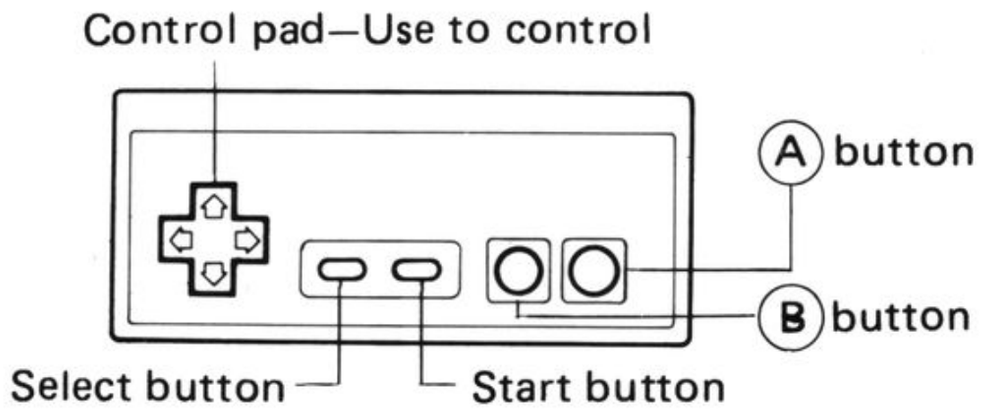
Long, long ago the world was in a state of chaos, where demons caused evil & tormented all. That changed when Solomon, a great king & magician, invented a magical formula which he wrote inside a secret book called "Solomon's Key". This book arrested and sealed away all evil demons into a constellation sign which was hidden. "Solomon's Key" restored light and peace to the world. Upon hearing this legend, a taoist monk searched for a long period of time to find "Solomon's Key". After locating the constellation sign, he discovers the "Key". Once in his grasp many dreadful demons were freed from the magical power of this book. The world was brought back to chaos and darkness. Everything on earth was now under control by the demons just like the pre-creation days. King Yutra from the fairyland called "Lyrac", ordered the wizard, Dana to restore order back to the world.

Dana accepted this mission and stepped into the forbidden land of the "Constellation Sign".

2. HOW TO OPERATE THE CONTROLLER

• NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

* THIS GAME IS ONLY A(1) PLAYER GAME!



•SELECT BUTTON

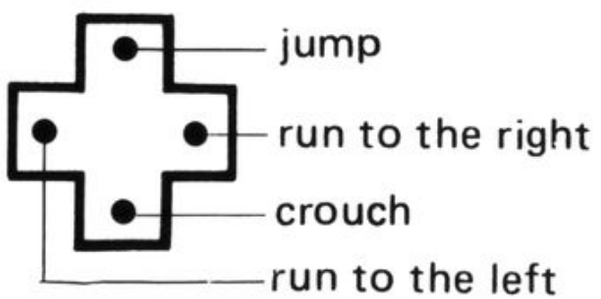
Not used.

•START BUTTON

Pressing this button starts the game. [Pause function] Pressing the start button during the game causes the game to be stopped temporarily. And pressing it again restarts the game.

OPERATION FOR DANA

• ✣ BUTTON

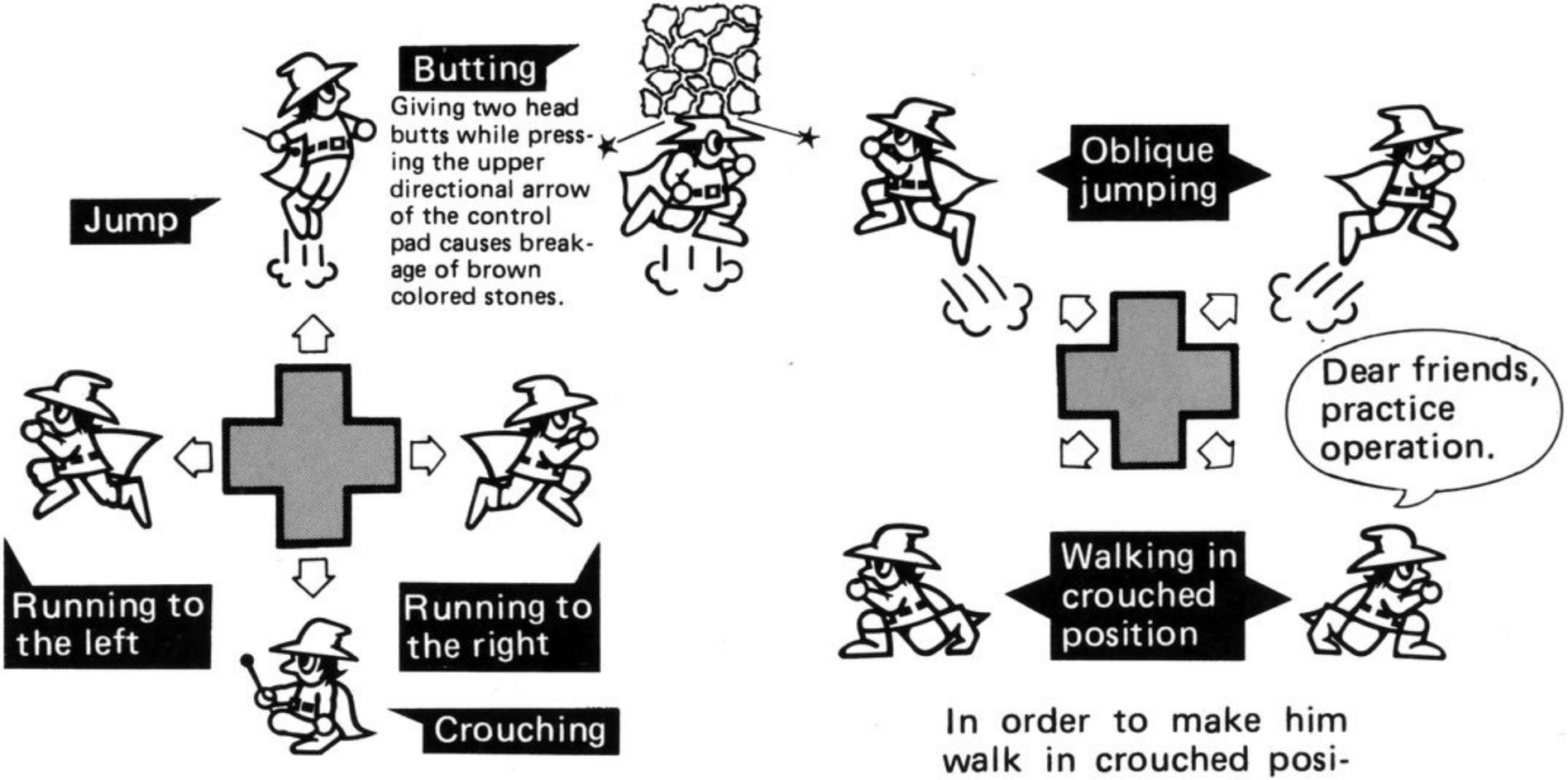


*Oblique operation allows oblique jump or enables him to walk in crouched position.

(A) button Stone-appearing/disappearing magic used. (See page 6.)

(B) button Fire-ball magic used. (See page 7.)

✚ BUTTON


Butting
Giving two head butts while pressing the upper directional arrow of the control pad causes breakage of brown colored stones.
Jump
Oblique jumping
Dear friends, practice operation.
Running to the left
Running to the right
Crouching
Walking in crouched position

In order to make him walk in crouched position, press down the button and move it obliquely.

Ⓐ BUTTON USED FOR STONE.....

This button permits the appearance and the disappearance of the brown colored stone. Whereas the white stones cannot be erased and no stone is allowed to appear at the point of demonic seal.

1. Usually a stone appears in front of Dana when you push the Ⓐ button.

2. When Dana crouches a stone appears or disappears below him when you push the Ⓐ button.

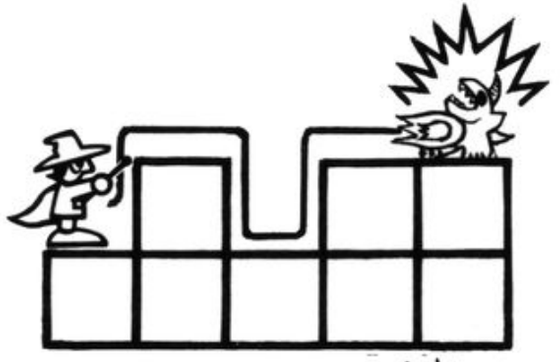
3. When jumping, a stone appears to your astonishment when you push the Ⓐ button.

* If you use the magic Ⓐ button on the burning fire called "Burn", the heating power available to Dana is weakened for a short period of time.

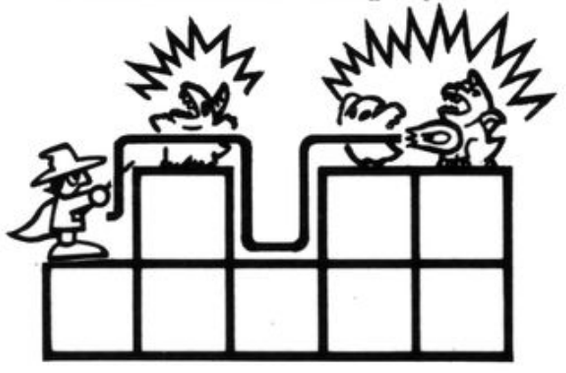
◀ The demonic seal makes the stone-appearing/disappearing magic Ⓐ button ineffective.

Ⓑ BUTTON (FIRE BALL MAGIC)

Pressing this Ⓑ button causes a holy fireball to be thrown. The enemy will be covered with flames and die.

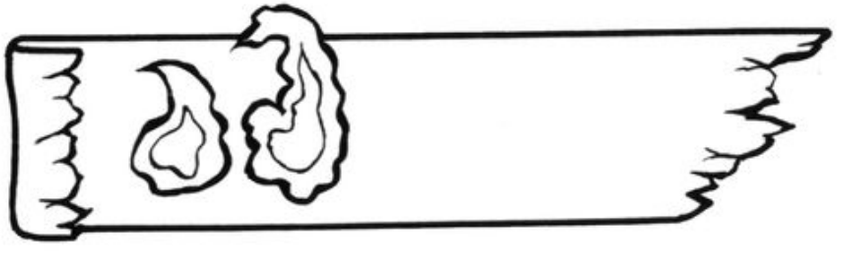


* A fireball moves along stones. It disappears when it strikes against the enemy.



* A super fireball will burn-out every enemy in it's path.

* You can store fireballs by means of a jar called Mamda. But keep in mind that the capacity is limited by the length of a scroll in the upper corner on the right hand side. Think before you act!



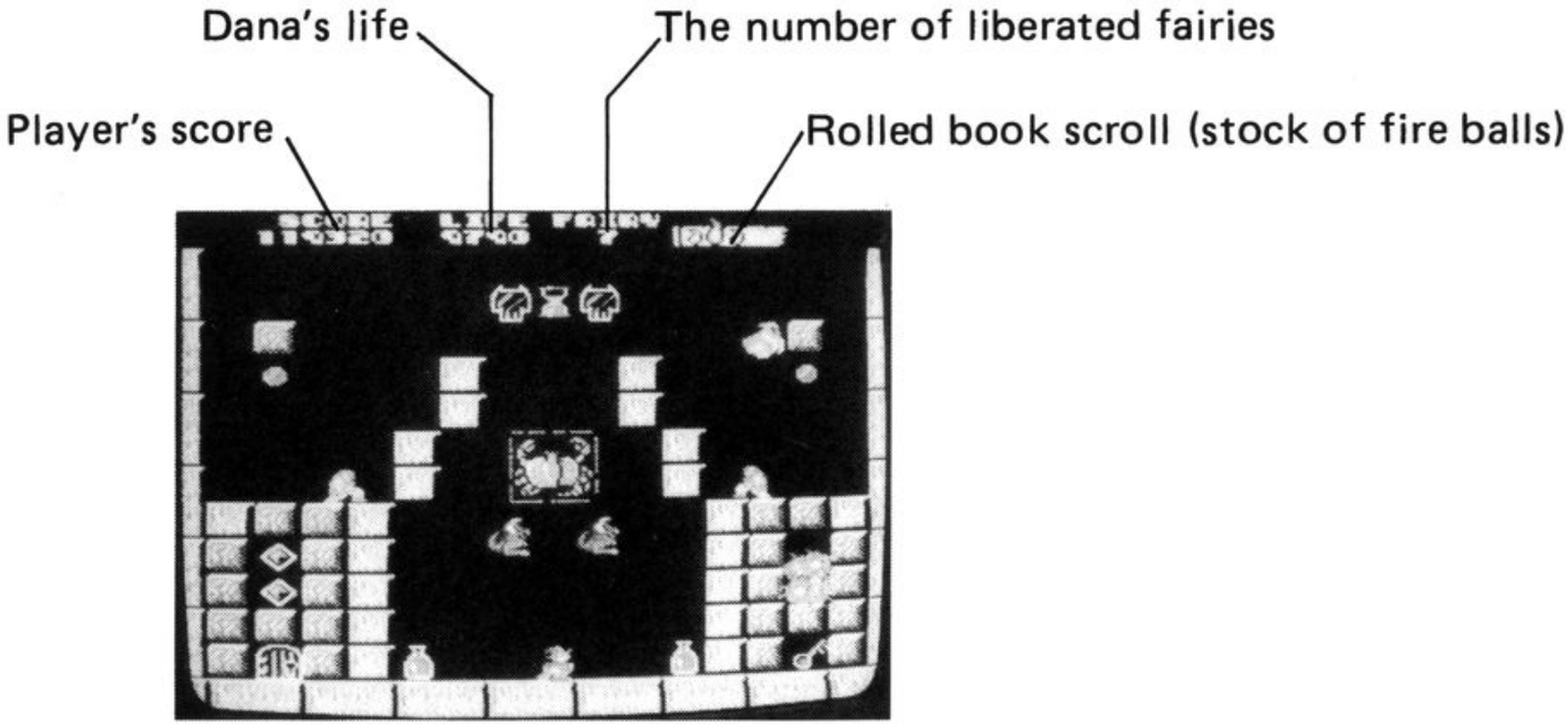
3. HOW TO PLAY THE GAME

★ CLEARING METHOD

The constellation sign consists of 50 rooms which communicate with each other through doors. Obtaining a key allows a door to be opened. And going into a room with an opened door, Dana can go to the next room. In some rooms, the key is hidden in a stone.

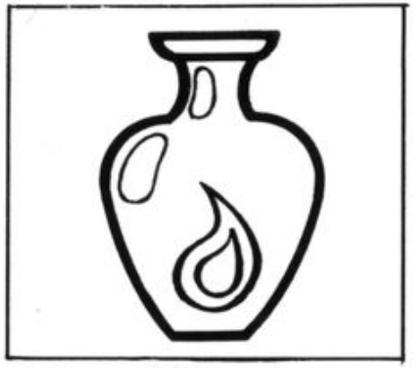
★ LIFE AND BONUS

You may think that all you have to do is to simply obtain Solomon's Key and go to play the next round? But there's no time to remain idle. You can see a character called "LIFE" on the upper part of the display screen? The "LIFE" displays refers to the remaining lives of Dana. The constellation sign is full of magical powers which absorbs Dana's life. Dana must succeed in order to free the fairies who will give you extra life and bonus!



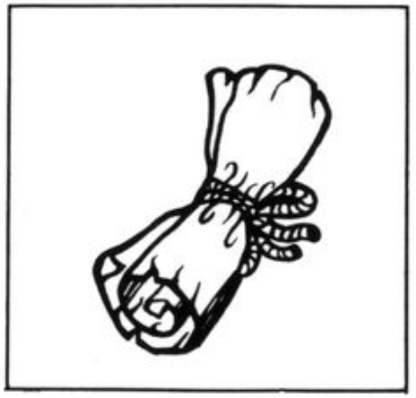
4. MAGIC ITEMS

There are 12 kinds of items. You can see each kind of items from the beginning. Other kinds of items are hidden in stones. And special kinds of items reappear after being taken out and erased. The enemy should also have other special kinds of magical items as well!



• Jar of Manda
There is a source of fireballs in a blue jar which can be stored on a scroll by taking it out. An orange jar is for super fireballs.

• Jar of Magadora
The next fireball is a super fireball. You can't get it without ruining an enemy.



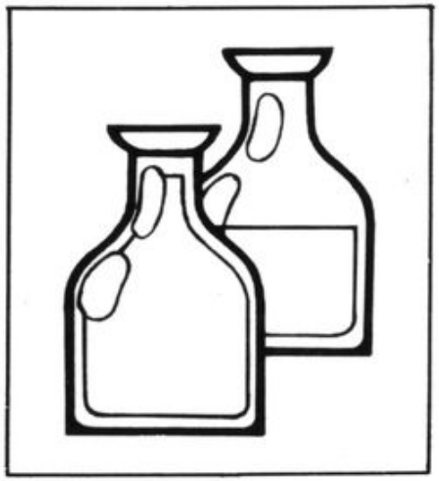
• Scroll of Lyra
The magical power of a great taoist enables a scroll to be extended so that Dana can get one more fireball. In some cases, an enemy has this scroll.

• Crystal of Rad
A blue crystal allows a fireball to reach a point half a block ahead and a red crystal lengthens the reach of a fireball by two blocks. An enemy might have a red one. Watch OUT!

• Medicine of Meltona
This medicine is contained in an orange jar and has the superb power of ruining Demons head and Saramandor in an instant!

• Hour glass of Norm

This hour glass belongs to a time merchant named Norm. The red hour glass performs the function of resetting Dana's life to 5,000 and the blue one to 10,000. You should not take the red one if Dana's life has surpassed 5,000.



• Medicine of Edlem

This is a grey medicine put in a bottle and made from a special kind of herb planted on the hillside called Edlem, located to the north of the fairyland of Lyrac. A half-filled bottle has double power and a full bottle of this medicine is five times as powerful.

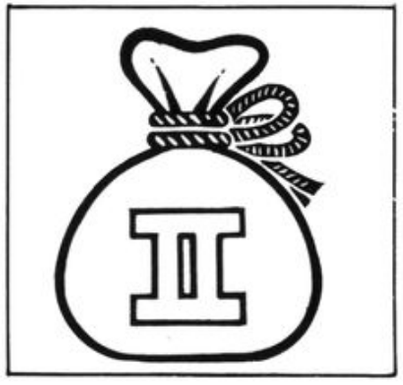
• Bell of Lyrac

This bell is capable of calling fairies from the fairyland of Lyrac. If ten fairies are liberated, one more Dana becomes available. An enemy might have this bell, therefore beware!

◀ Fairy

• Medicine of Mapros

This medicine is a present from an immortal hero named Mapros and it allows one more Dana's to be added.

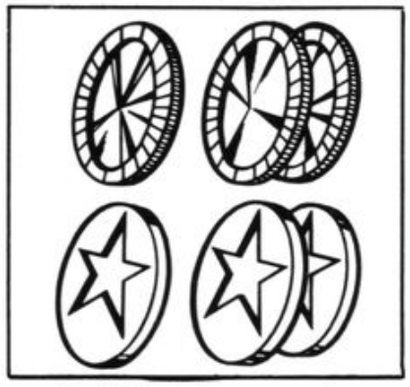


• Treasure bags

There are eight kinds of treasure bags and Dana can get them ruining his enemies. The scores are 100, 200, 500, 1,000, 2,000, 5,000, 10,000 and 20,000, respectively.

• Jewels

There are three kinds of jewels. The scores are 500, 5,000 and 50,000, respectively.



• Gold coins and silver coins

There are six kinds of gold and silver coins in all. The scores are 100, 200, 1,000, 2,000, 10,000 and 20,000, respectively.

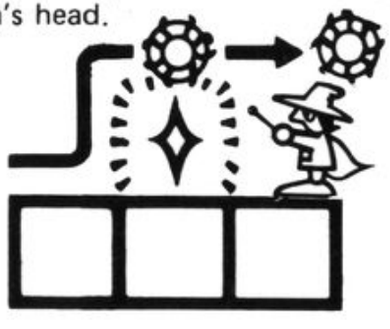
SECRETS

3 ULTRA-TECHNIQUES

There are a great number of techniques not introduced in this instruction manual. It's great fun to find your own unique techniques, isn't it? We will tell you some of the special techniques if you promise not to tell anyone else that we assisted you!

[Example 1]

(Changing the course of a fire ball)
If a fire ball comes to the stone in front of Dana, Dana can change the course of it's direction making the stone disappear. Losing a foothold, the fire ball will travel over Dana's head.



[Example 2]

(Remote stone appearing/reappearing magic)
Let Dana stand at the edge so as to allow a stone to appear or disappear one stone ahead of another.

[Example 3]

(Countermeasure against Burning fire)
It is possible for Dana to stand at the edge of a stone with near burning fire.

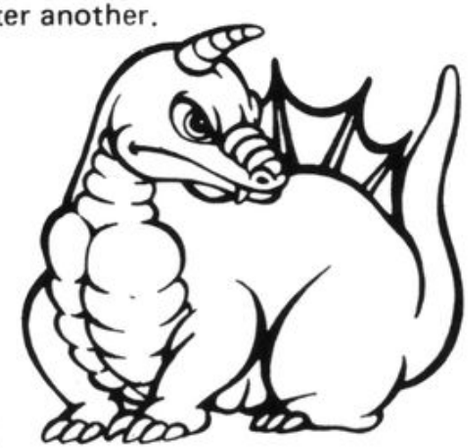
5. DEMONS AMBUSHING DANA

▲Mirror of Camirror
This mirror leads to the world of death. Some demons appear through this mirror.

◀Demonshead
Independent of the body, only his head has risen from the dead. If demonshead strikes a stone, he rebounds and disappears after a specified period of time. Demonsheads appear through the mirror one after another.

◀Goblin
He used to be a watchman of the constellation sign and has superhuman strength that he can break a stone with his bare hand with ease. Goblin continually chases Dana. You can drop Goblin to make him disappear.

◀Saramandor
A fire blower having been materialized by a wicked magic is called Saramandor. It comes near Dana and blows off fire towards Dana. Just like Demonsheads, Saramandor appears through the mirror of Camirror.



▲Dragon
A small animal was changed into a demon by a wicked magician. Approaching Dana from behind, it suddenly turns around and blows off fire also.

▲Gargoil
Its skin is as hard as a rock. If he finds his enemy in front of him, he shoots a fire ball which is capable of breaking a rock. Drop him to ruin him.

▲Ghost
The soul of a dead person has risen from the grave as a ghost. It only moves to the right or to the left. When a Ghost strikes a stone, it is broken.

▲ Neul
It is half Ghost and half bat. It moves vertically and always watches Dana.

▲ Panel monster
It is the head of a giant which is almost petrified. It does nothing except blow off fireballs one after the other.

◀ Sparkling ball
Its second name is lightblitz. It moves along stones and comes near Dana before he is aware of its presence, and danger.

◀Burns
Burns are flames burning with cursed oil. Erase a stone under Burns so as to drop and ruin the Burns.

6. EPILOGUE

The constellation signs are full of mysteries. Follow some of them here, listed below.

Fairyland

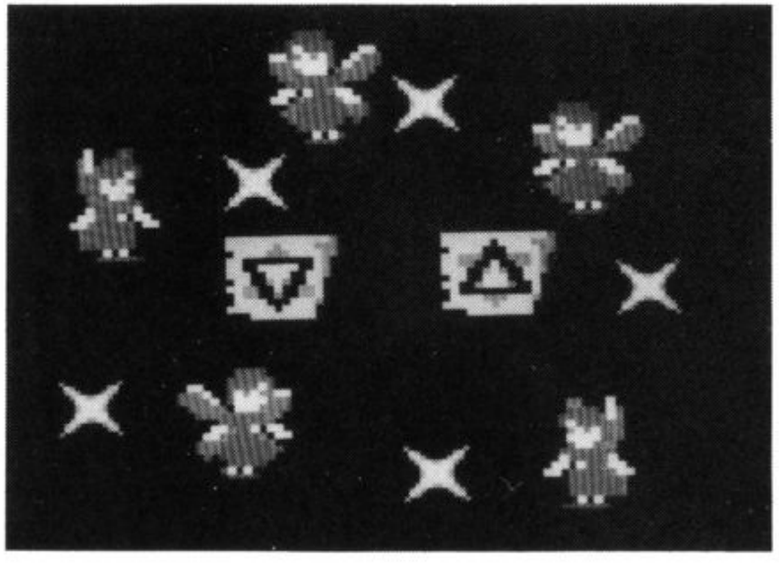
A rumor says that the fairlyland is attacked by demons and that the fairies ask for help. Be sure to find and help these fairies.

Mystery of Solomon's Key

It is said that two pages for "Time Conjuration" and "Space conjuration" were torn away and are presumed missing. If these two pages are ever combined, they will produce a powerful magic, thus exerting an incredible influence upon the games final result! We hope you will experience many magical mysteries. Solomon's Seal will surely guide Dana to these two pages.

The princess of all the fairies

The daughter of the king Yutra is said to be imprisoned somewhere in the constellation sign. Her name is Lihita. According to an ancient legend, the miracle of her release someday will cause the world to be full of fairies. It depends on you whether you will get wonderful results. The mysterious trip of Dana has just begun to unfold, please enjoy!



7. GAME DEVIATION VALUE (G.D.V.)

Your game deviation value is displayed on the screen when the game is either over, or you finish the game to its end. This method of evaluation is epoch-making in that your abilities are properly analyzed and synthetically computed. Ability estimation in terms of only score has fallen behind the times. G.D.V. permits simultaneous estimation of various techniques besides contemporary scores.

What on earth is the ultimate game deviation value?
How about you? Do you understand this advanced concept?

This instruction manual does not explain everything about "Solomon's Key". It leaves much to be devised by you. Try to find your own creative techniques to get a high deviation value. There is no alternative but to make every effort in order to,get satisfactory results. We hope you will succeed. Even if you call us to ask for answers, we make it a rule not to tell all our secrets... You must develop your game skills on your own!

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling; 1-(800)457-6050. Our consumer Division is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Tecmo, Inc. Consumer Division Victoria Business Park 18010 S. Adria Maru Lane Carson, CA 90746

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problem after the 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio – TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

SPECIAL BONUS OFFER

Collect the TECMO Game pak I.D. Badges for SOLOMON'S KEY and save! When you've collected a total 5 TECMO game pak I.D. Badges, you can stick them with the enclosed stick-on seal and mail in to TECMO in order to receive Special bonus offer — It will be a gift you will love to share with your family and friends! For more information contact the TECMO, Inc., "Consumer Division Hotline", 1 (800) 457-6050.

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